



# WELCOME

**E**veryone loves *Fortnite*. Even your mum. Or, she hates it. Either way, you need to be playing it. The success of Epic's online shooter is actually, properly phenomenal. And whether you're a Battle Royale player, a Save The World fan, or a bit of both, you'll need **OXM**'s handy little guide to playing *Fortnite*. We've combined all our expertise for the world's most popular videogame, and packed it all into this little book – everything you need to know is right here – with pro tips for surviving Battle Royale, and a guide to getting the most out of Save The World. So, turn on your Xbox, keep your handy **OXM** Pocket Guide to *Fortnite* nearby, and good luck!

Chris Burke, OXM Editor





# FORTNITE STORY



Fortnite's first iteration... salvaging was to be a big part of the game.

To say Fortnite is one of the most popular games in the world right now is an understatement. With 45 million players worldwide, and growing, the game has been breaking records with its 3.4m concurrent users. But what you may not know is that Fortnite has actually been seven years in development.

Epic Games – famed creators of the Unreal engine and Gears Of War – wanted to create something “different and weird”, and taking particular inspiration from Minecraft and Left 4 Dead, set about making a co-op zombie defence game, all about salvaging materials, building forts and surviving a zombie apocalypse – a basic version of what we now know as *Save The World*. Epic’s aim was to create a game quickly and get it out to players as soon as

possible, one of the reasons why the opted for a more cartoon-like style – putting all of Epic’s ideas into a more realistic-looking world would have taken a lot more time. An early trailer on YouTube shows the beginnings of the game’s now recognisable style, and even the Troll that’s still stealing our Blu-Glo in *Save The World*.

Originally, the game was to be an



Many of the original husk designs remain.



The characters’ looks have changed, but the roles are similar.



exclusive PC title, and the first to use Epic’s Unreal 4 game engine. A 2013 release date was mooted, but that date pushed back to 2014, when it was released as a closed alpha, with a more accessible online alpha landing in March 2015. But then the game disappeared entirely as Epic focused on Paragon, a free-to-play multiplayer battle arena that never left beta and was eventually shut down in April 2018.

By 2017, free-to-play games with loot boxes were booming, and *Fortnite: Save The World* was finally released on Xbox One as a paid-for early access game in July 2017. Streamers and

players loved its mix of shooter and base building. With zombies so cute they wear human faces as hoodies and four beautifully designed playable characters, it’s a seriously fun zombie defence game with deeper levels of strategy and progression. *Save The World* is on beta at the time of writing, but is rumoured to be free to play soon.

With the likes of *H1Z1* and *PlayerUnknown’s Battlegrounds* dominating Steam, Epic decided to jump on that particular battle bus, launching its new Battle Royale mode for free in September 2017 on PC, PS4 and Xbox One simultaneously.

Since then, *Fortnite* has received the kind of attention in the mainstream that only true phenomena can. Footballers at the Russia World Cup were emulating its dances as goal celebrations; newspapers and websites have been decrying it as a new insidious danger for our nation’s youth. For gamers, *Battle Royale* is the most popular game to stream and to watch on Twitch by a considerable margin, with viewers and streams in the millions. Even Marvel got in touch and put their *Infinity War* baddie Thanos in the game... *Fortnite*’s rise has been utterly insane, but well deserved. Epic have literally changed the game here. And since they just dropped \$100,000,000 into *Fortnite* eSports competitions for the coming year, this is just the beginning.







## PRO TIPS

■ We'll skip the basics, as we're sure you're seasoned gamers and have at least had a go at Battle Royale already. But here are some key tips and techniques. Good luck!



## NAIL THE DROP

Fall fast and fall hard to get to that precious loot first

■ How quickly you land comes down to how high you are above land, trees or structures. Your glider will open a lot higher over a mountain than it would over a lake. So, choosing your path and approximating where your glider is going to open will get you ahead of your opponents. See p18 for more.



Fall over a low area so your glider opens as late as possible, then swerve to a rooftop, enabling you to land more quickly.

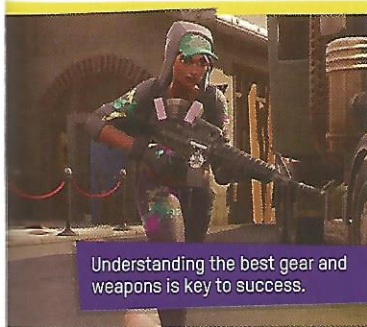
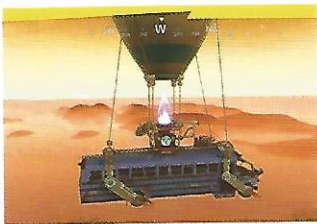
## START RIGHT

Start thinking while you're still on the Battle Bus

■ Pick out a promising spot from the bus – buildings are more likely to contain loot, but isolation will give you a bit of breathing space to get your bearings on the ground. As you land, keep an eye on where the other players are, and if they are heading to your chosen location, break away, or it's going to get messy. Your order of priorities upon landing should be: get out of the open. Get a weapon. Collect building resources.



Wait until the bus reaches the very edge of the map before jumping. You may have to travel a little further to get inside the circle as the storm closes in, but it's worth it to get a good starting set-up.



Understanding the best gear and weapons is key to success.



Try to get an AR for mid-range and a shotgun for close-up in your loadout as quickly as you can.

## STAY IN COVER

Get out of the open and out of the sights of your foes

■ Avoid running across open areas. The longer you stay in the open, the more likely you are to be spotted and sniped. Stick to cover as much as possible, and if you do have to make a cross-country run, hug cover or jump to make you a trickier target. Clicking down on your left joystick will put you into auto-run!



Play with headphones. *Fortnite's* excellent use of spatial audio is enhanced with a gaming headset and it'll be easier to identify where those footsteps and shots are coming from.

## KNOW YOUR GEAR

Success in Battle Royale can be down to your load-out

■ Listen out for chests – they make a magical tingling noise when you're close by and should contain at least one useful item and a higher-level weapon. You will usually find them in attics or basements, so be prepared to smash stuff to get to them. Gear comes in five colours – grey: common; green: uncommon; blue: rare; purple: epic; orange: legendary. Knowing the best gear by colour will save you wasting time on lower-level items. See our Combat Tips section on p26 for more.



Bushes are your friends. Even if you don't have the bush disguise, it is possible to camp in a bush and other players may not see you.

## ASSESS YOUR SURROUNDINGS

Work out where you are and watch for players building

■ If you run into a new area and see construction has taken place, be wary as someone has set up a base, and may still be around. Damaged buildings also reveal you're not the first person to pass through. Listen constantly – your ears are the best defence!



## DON'T FORGET CONSUMABLES

Get yourself some shields and health pick-ups

■ You will come across consumables that recover your health and shield. Handy to have spares in reserve, but do use them immediately. You can also consume mushrooms (shield) and apples (health) that you find lying around to give you small amounts of health. The better the item, the longer it will take to consume, so make sure you're in cover before using it.



Small shield potions (25) will only heal you up to a maximum of 50/100 health, so use those first. Large shield potions (50) are usable up to 100 health, so always take the small ones first!

## COVER YOUR TRACKS

Open doors will give you away... shut them!

■ Born in a barn? Don't give away your position unnecessarily by leaving doors open. Closing doors behind you will also allow you to hear other players entering the building – a useful early warning system, giving you time to prepare and jump on your unsuspecting enemy. Also, if you see an open door to a building, it's a dead giveaway someone has been here already, so it's probably not worth searching that building.



**BANDAGES:**  
+15 HEALTH, TO A  
MAXIMUM OF 75



**SMALL SHIELD  
POTION:** +25 SHIELD,  
TO A MAXIMUM OF 50



**MEDKIT:**  
RESTORES FULL  
HEALTH



**SHIELD POTION:**  
+50 SHIELD, TO A  
MAXIMUM OF 100



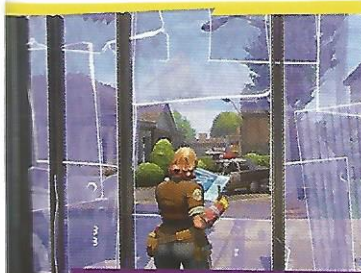
**SLURP JUICE:**  
RESTORES +1 HEALTH  
AND SHIELD FOR 25S



**CHUG JUG:**  
RESTORES FULL  
HEALTH AND SHIELD



You're going to need lots and lots of resources such as wood in order to have enough to build with, particularly for the end game. But try not to completely cut down trees, and leave big trees with at least one hit left, so you don't give yourself away when the tree disappears. Be aware also that other players can see you building a mile off, making you a target.



Save The World is a good place to practise your building skills.

## BUILDING TIPS

For Battle Royale, best keep it simple stupid

■ You're not going to have time to throw up the Taj Mahal in Battle Royale. Well, even if you do, that pesky storm is quite likely to require you to move fort eventually so even if you don't get sniped by another player while you carefully craft your fort, it's best to keep it simple. Here are some tried and tested builds with survival and expediency in mind.

## BUILD FOR HEIGHT

Being higher than other players will nearly always give you an advantage. Camp at the top of buildings, climb to the top of hills and build vertically – just make sure you have some cover up there. Being framed against the skyline also makes you a lot more visible and thus susceptible to long range attacks, so beware.



Find the controller configuration that works best for you. The Builder Pro is great for throwing up buildings quickly. See more in our Control Scheme section on page 16.

## BUILD FOR DEFENCE

Knowing how to make an instant combat tower will save your life, so map it to your muscle memory as soon as you can. Four walls, a ramp, move up and repeat, to build a simple, effective, elevated fort that you can duck in and out of at will. Treat building as part of your weapon and gear set – you can build on the fly and climb ramps the instant their construction outline appears, so make them a dynamic part of your game. Quickly throwing walls down between you and your attacker will buy you time as you run for cover.



Shooting out or blowing up the bottom of someone's high build will have them fall to their deaths. This cuts both ways though, so try not to build too high without platforms to drop onto if your stairway to heaven should be destroyed at the base.





## BOX RAMP

A basic ramp will give you cover and provide some elevation, and being higher up than your opponents gives you a better chance of headshots. You can squat and creep up your ramp to fire over the top. Incredibly effective. Build walls on either side and at the bottom of the ramp to stop anyone flanking you.

## RUNNING WALL

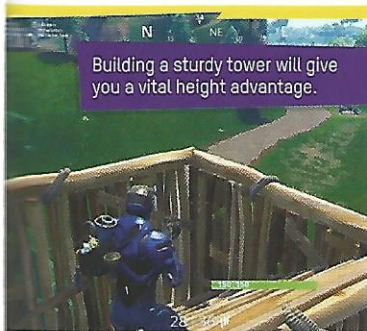
If you're being shot at or sniped from distance, quickly try to figure out which direction the tracer fire is coming from and drop walls on that side as you run. Whatever you do, don't stop though, as those walls won't last, and it does have the disadvantage of giving away your position. Still, it could just save your life!



Switching to the Builder Pro control configuration means more panicked toggling through structure types while the enemy picks you off!



This is your basic box-ramp, simple, quick and effective.



Building a sturdy tower will give you a vital height advantage.

## THE TOWER

Make a box, drop a ramp – jump up as you place the ramp; and repeat. This method will quickly give you elevation while keeping you protected. Don't build too high or someone may destroy the lower levels and send you falling to your death. A more elaborate version of this is to build two floors this way, then create four boxed-in rooms to each side of the third level. This makes it harder for players to know exactly where you are in your tower.



Don't forget that you can repair your builds. Provided you have the time, pressing down on the right stick for a few seconds will repair your damaged structure. Repairing on the hoof will keep the bullets from getting through as well, allowing you to stay in cover while your assailant uses up all his ammo. Most useful in squads where a team-mate can cover your back while you fix it.

## PYRAMID FLOOR

If you're going for elevation and you don't want your platform too easily shot out from under you, build your basic floor then build a pyramid on top; it will give you a much stronger platform.



## THE BOX

Building a simple, quick box around yourself has many uses. If you've just killed someone and have the pick of their dropped loot, put a box around yourself while you take your pick of the winnings. We've lost track of the times we've been sniped while umming and ahing over the merits of bandages v boogie bomb. The simple box is also handy for applying bandages etc. The box will provide some protection should you need to revive a team-mate too.



## THE UP AND OVER

If your opponent is entrenched behind a defensive wall, a good if gung-ho tactic is to build ramps up and over, to then drop down behind before they can build behind themselves.

Now your enemy can either shoot your ground ramp to destroy the rest which leaves them vulnerable, and by then you should be falling on top of them, or pull back and counter your fall, which still gives you an advantage as you have a higher chance of headshots from above. Double it up – always build in twos (width-wise) when you're building a defensive ramp to get to higher ground. This makes it harder for your enemy to shoot out your structure from underneath you.

## MINE LIKE CRAZY

Spend time getting materials for building with – the top players who use building to their advantage will have made sure they have plenty to build with.

Wooden structures will build the fastest so use these as your go-to for defensive structures on the fly. There are also plenty of trees to cut down! Obviously metal structures are stronger,



Having your back to the storm will stop other players sneaking up...



**PRO TIP!**

Use a trap! If a player manages to build above you with their ramp, quickly add YOUR wall onto the side of their ramp and add a trap, which should end up killing them if they're camping above you.

but take longer to build. A wooden wall will take 5 seconds to build and has 200 health; a stone wall takes 12 seconds and has 300 health; a metal wall takes 20 seconds and has 400 health.

It's possible to quickly destroy a brick or metal wall while it's still being built by shooting it, but once you get past the 5 second mark the other walls become stronger, and more effective. The wooden wall is the best health-per-second structure, so use these for small skirmishes, and use stone or metal for forts that you plan to hold up in – useful during the end game as stone and metal walls will have enough extra strength to hold out longer.

## USE THE STORM

The enemy of your enemy is your friend, as they say

■ Unless you're miles away, don't worry about the storm shrinking too much at first. Even if you do find yourself in the danger zone your health drains pretty slowly – this all changes into rounds 4 or 5 though and it's deadly. You can use the shrinking area to your advantage, so long as you're prepared to move fast. Linger on the outskirts of the circle with your back to the storm means there are fewer angles you can be attacked from, and you can lie low while your opponents wear each other down.

**PRO TIP!**

Remember to watch where the storm's eye is and how long is left on the clock until it shrinks again, then plan your route from there, leaving enough time to get yourself to safety.

## WATCH FOR TRAPS

If a loot drop looks too good to be true, it probably is

■ Sometimes you'll spot a load of loot just lying on the ground – a sure sign that some poor soul has been slain there. It's inviting, there may be bandages and even legendary weaponry, but beware: the person that killed that poor sucker may be lurking nearby ready to take you out too.

**PRO TIP!**

The lobby scarcely gives you enough time to do anything; but pick up the nearest gun and practise running-and-gunning and jumping while shooting. Make use of Playground mode, where you can practise with your mates away from the pressure of 99 other guys trying to kill you.

## WATCH AND LEARN

Owned by a better player? Watch them to find out why

■ Don't rush back to the lobby, spend a little time in spectator mode and watch the player who killed you, then the player who kills them, etc. No matter your level or how long you've been playing, it pays to stick around and observe. By following the players who survive late into the fight, you can see what tactics they use and learn new techniques to boost your skills for future battles. You may be watching one of the established masters of the game in action. It can be worth watching the pros on YouTube, Twitch etc to see if you can work out their tactics and techniques.

**PRO TIP!**

Instead of just diving headfirst into that loot, hang back and survey the scene, and once you're 100% sure the coast is clear, go grab that loot!





# V-BUCKS!

## GET MORE V-BUCKS!

**Get more in-game dosh without paying real money**

■ You don't *need* to spend your hard-earned real-world cash to get *Fortnite's* in-game currency, but you do need to spend V-Bucks on a Battle Pass to get the most out of the game. Anything else you spend V-Bucks on is entirely cosmetic and will make no difference to gameplay whatsoever.

At the time of writing, 1,000 V-Bucks will cost you £7.99 on Xbox One; for

£79.99 you'll get 13,500. One cosmetic skin can cost you 1,500 V-bucks, so think carefully before spending (and get your parents' permission if you're U-16 before making any in-app purchases).

Each Season's Battle Pass costs around 950 V-Bucks (Season 5 price). For this you'll get access to XP-earning challenges, skins and other rewards. So even if you never buy a cosmetic item, you'll still want to earn V-Bucks for your Battle Pass. Unlocking tiers of the Battle Pass will give you V-Bucks back, so keep an eye on those challenges – it's not enough to get Victory Royales; completing challenges is your best road to progressing through the Tiers.



## BEWARE OF THE SCAMMERS!

**You can only get V-Bucks via the game, so beware!**

■ Social media accounts offering free V-Bucks in exchange for your contact details are scams, and you'll end up with nada V-Bucks but a ton of spamming of your account. Don't buy V-Bucks from anywhere but the official in-game store, you won't get your V-Bucks, and you will lose your money. However, the likes of reputable game retailer GAME occasionally run V-Bucks competitions, but be careful to ensure these are kosher, and if you're U-16, check with an adult before signing up to any promos or giveaways.



Play Save The World! STW practically throws V-Bucks at you. Even just logging on to the PvE mode every day will earn you V-Bucks. Easy daily quests like smashing arcade machines found in the world will net you 50 V-bucks each, every day. Easy money! Other challenges on the Quest list can earn you 100 V's at a time. So play it!

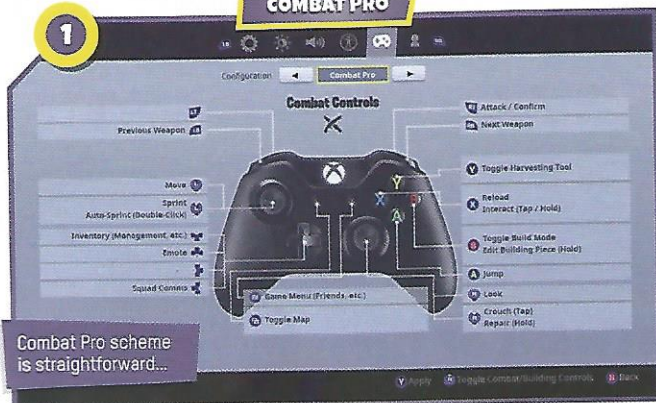




# CONTROLS

## COMBAT PRO

1



## 1. COMBAT PRO

The Combat Pro control scheme is geared towards a more intuitive PvP experience, for those who just want to jump in and shoot things. In build mode, you toggle through the pieces the same as you do with your weapons.

## 2. BUILDER PRO

We recommend Builder Pro for players who build a lot in their game, as it will help you build faster. With the building pieces mapped to specific buttons, once you have that mapped to memory, it's quicker than toggling through.

## BUILDER PRO

2







# LANDING TIPS

## IMPROVE YOUR LANDING

### How to fall faster and land first!

■ Landing fast has obvious advantages – hit the ground first and you get precious extra seconds to loot chests and grab guns before your enemies do. But *can* you actually fall faster in *Fortnite*? It's all about timing and position – here are some things to note.

**1** Your glider falls at the same speed no matter what you do, and the rate of descent is the same whether you stay still or zip about.

**2** Your glider opens a set distance above whatever's underneath it, be it a hill, a building or trees. So if you go for a lower point, say in a valley, the later and closer to the ground your glider will open. Position it right and you can glide to a roof quickly from there.

**3** Forget popping and closing your glider as you fall – it might look like there's a speed boost, but the jolt is minimal and overall it slows you down.



### PRO TIP!

The best way to beat your opponents and land first in *Fortnite* is to jump one and a half squares on the map *before* your chosen target. From there, dive straight down to the lowest point on the map you can see and, when your glider pops, fly into the location you're aiming for. This will beat anyone jumping right on top of wherever you're heading; you'll have a head start and will already be gliding towards your landing zone, while everyone is still falling directly over it.

Get the timing and angle right, and you should be able to touch down a few seconds before anyone else. Be careful to take into account distance and height and adapt accordingly. Eg: if you want to hit a high Tilted Tower rooftop you might need to jump a little sooner.

## LAND NEAR A WEAPON

### You'll need a gun in your hand straight away

■ It may seem obvious, but perhaps more than being on the look-out for the golden glow of a loot chest, as you descend be on the lookout for *any* weapon on the ground or roof. Even if it turns out to be a pistol, it might save your life. Don't forget that chests take precious time to open. If you can have a weapon in your hand before the player landing next to you, you can take them out.





# WEAPON GUIDE

**T**he rush for the best loot upon landing on Fortnite island is intense, and the weapons you gather on your way are key to success in the End Game. All the game's guns have their particular uses. Here we break down our pick of the most useful weapon types.

## SUBMACHINE GUN

RARE

★ DAMAGE	19
🔫 MAGAZINE SIZE	30
🔄 RELOAD TIME	2.2 secs
⚡ DAMAGE PER SECOND	273



## COMPACT GUN

LEGENDARY

★ DAMAGE	22
🔫 MAGAZINE SIZE	50
🔄 RELOAD TIME	2.97 secs
⚡ DAMAGE PER SECOND	264

## LIGHT MACHINE GUN

EPIC

★ DAMAGE	26
🔫 MAGAZINE SIZE	100
🔄 RELOAD TIME	4.75 secs
⚡ DAMAGE PER SECOND	208



## MINIGUN

LEGENDARY

★ DAMAGE	19
🔫 MAGAZINE SIZE	N/A
🔄 RELOAD TIME	N/A
⚡ DAMAGE PER SECOND	228

## ROCKET LAUNCHER

LEGENDARY

★ DAMAGE	121
🔫 MAGAZINE SIZE	1
🔄 RELOAD TIME	2.52 secs
⚡ DAMAGE PER SECOND	90.75







### SCAR

LEGENDARY

★ DAMAGE	36
🔫 MAGAZINE SIZE	30
🔄 RELOAD TIME	2.1 secs
⚡ DAMAGE PER SECOND	198

### ASSAULT RIFLE

RARE

★ DAMAGE	33
🔫 MAGAZINE SIZE	30
🔄 RELOAD TIME	2.2 secs
⚡ DAMAGE PER SECOND	181.5



### BURST ASSAULT RIFLE

LEGENDARY

★ DAMAGE	33
🔫 MAGAZINE SIZE	30
🔄 RELOAD TIME	2.3 secs
⚡ DAMAGE PER SECOND	173.25

### PUMP ACTION SHOTGUN

RARE

★ DAMAGE	85
🔫 MAGAZINE SIZE	5
🔄 RELOAD TIME	4.8 secs
⚡ DAMAGE PER SECOND	59.5



### TACTICAL SHOTGUN

RARE

★ DAMAGE	74
🔫 MAGAZINE SIZE	8
🔄 RELOAD TIME	5.7 secs
⚡ DAMAGE PER SECOND	111

### HEAVY SHOTGUN

LEGENDARY

★ DAMAGE	77
🔫 MAGAZINE SIZE	7
🔄 RELOAD TIME	5.6 secs
⚡ DAMAGE PER SECOND	77







## HAND CANNON

### LEGENDARY

★ DAMAGE	78
🔫 MAGAZINE SIZE	7
🔄 RELOAD TIME	2.0 secs
⚡ DAMAGE PER SECOND	62.4

## BOLT ACTION SNIPER

### LEGENDARY

★ DAMAGE	116
🔫 MAGAZINE SIZE	1
🔄 RELOAD TIME	2.7 secs
⚡ DAMAGE PER SECOND	38.28



## THERMAL SCOPED AR

### LEGENDARY

★ DAMAGE	24
🔫 MAGAZINE SIZE	20
🔄 RELOAD TIME	2.2 secs
⚡ DAMAGE PER SECOND	84



## DRUM GUN

### RARE

★ DAMAGE	27
🔫 MAGAZINE SIZE	50
🔄 RELOAD TIME	3.0 secs
⚡ DAMAGE PER SECOND	243



## SUPPRESSED PISTOL

### LEGENDARY

★ DAMAGE	28
🔫 MAGAZINE SIZE	16
🔄 RELOAD TIME	1.3 secs
⚡ DAMAGE PER SECOND	189



## DUAL PISTOLS

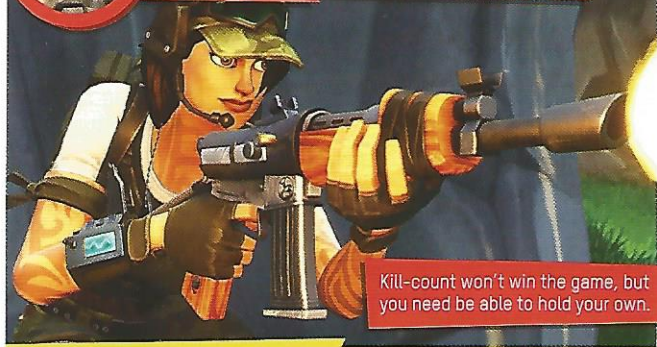
### LEGENDARY

★ DAMAGE	43
🔫 MAGAZINE SIZE	18
🔄 RELOAD TIME	2.7 secs
⚡ DAMAGE PER SECOND	170.28





## COMBAT TIPS



Kill-count won't win the game, but you need be able to hold your own.

## FIRST LOADOUT

The guns you need before you do anything in Battle Royale

■ You've landed, enemies are all around and all you've got is a pistol that you happened to land next to. Don't be tempted to try and take anyone on yet, because you just won't be prepared. There's always someone with a better load-out than you that somehow they've lucked out in getting. Play it safe until you've managed to get decent weapons suited to the job at hand. This means securing an assault rifle and a shotgun as soon as possible. You really need the shotgun because you will find yourself face-to-face with another player as you search buildings for loot. You should always switch to your shotgun when entering a building.

and for this we particularly recommend the Tactical variety. Switch to your Assault Rifle for a little more range when you're outside, it's best for mid-range, while in a confined space, your shotgun is your best friend.



Having a shottie and AR is a good tactic.

## KNOW YOUR WEAPON STATS

Here comes the science. Pay attention, you will be tested

■ Fortnite's weapons have a rarity value denoted by colour, with grey being the most common, followed in order by green, blue, purple and legendary orange. See our table (left) for more on this.

Basically as the rarity of a weapon increases so does damage, in other words a blue M16 will beat a grey one. But when you're facing an enemy with a different type of weapon, note the weapon's damage and fire rate (see our more details Weapons guide on page 20). Damage Per Second (DPS) is the key stat here, and that is calculated by multiplying a weapon's Damage by its Rate of Fire. So although Damage doesn't change massively across the different rarities, it definitely stacks up on the DPS.

To give you an example then. An Assault Rifle has a fire-rate of 5.5 across all classes. However, the common rifle has a damage of 30, giving it a DPS of 165, while the rare rifle has 33 damage, giving it a DPS of 181.5. That's a lot over time – provided of course that you land the shots. However, a tactical submachine gun with a fire-rate of 13, despite its lowly 16 damage compared to the Assault Rifle's 30, will still pull a respectable 208 DPS against a rare M16's 192.5 DPS.



### ORANGE LEGENDARY

The rarest of all the weapons to be found. Getting these is key.



### PURPLE EPIC

Not all guns come in Epic or Legendary; the ones that do are lethally good.



### BLUE RARE

Rare guns are definitely better, and it all stacks up over the DPS.



### GREEN UNCOMMON

Well, it's better than nothing. But be on the lookout for blues.



### GREY COMMON

At best you could slightly injure someone. Ditch as soon as you see colour!



## SHOTTIE HOTTIE

You'll need a shotgun for those close-up encounters

■ So, pump or tactical shotgun? That choice will really depend on your accuracy. An uncommon tactical shotgun does 67 damage with a 1.5 fire rate, while a common pump action does 90 damage at a 0.7 fire rate – that's 100 DPS and 63 DPS respectively. But if you're absolutely sure that you can land that first shot, then the pump action could possibly one-shot kill an enemy if they're unshielded and below full health.

Either way, you should get a shotgun in your load-out as soon as possible.

## REORDER YOUR GUNS

Knowing where your guns are in your load-out is key

■ Hit 'up' on the D-pad to open your pack and move your guns around. Ideally you will want to place your assault rifle and shotgun combo next to each other at the front, so you only have to press a shoulder button once to switch. A quick swap between the two could make all the difference if the combat situation changes. Whatever your choice of controller configuration, make sure they're easy and quick to access.

See more on the different controller configurations on page 16.



Have a shotgun in your loadout when you're searching a building.

## SNIPING: THE FACTS

If you're a crack-shot, sniping is the way to go

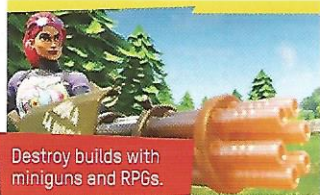
■ There are three types of sniper rifle. The bolt-action has the biggest damage stat, and has the best scope, but its slow reload makes it less than ideal if you're not a crack shot. However, the multiple shots of the semi-automatic are good for strafing an enemy running across open ground – you can stay zoomed in and let loose a couple of shots to down your target. The hunting rifle has no scope, but if you land the shots then it can be pretty powerful at short to mid-range. Old-school, we call it.

## KNOW YOUR LEVEL

There are some seriously good players out there...

■ How you approach combat in Battle Royale really all depends on how confident you are with your accuracy. If you are not the best shot, then you should favour high DPS over damage – land only one shot and you'll still do the damage. But, if you're a crack shot then damage always beats DPS as you won't need to compensate for missing with your rate of fire.

Get comfortable with your style of play and adapt to each skirmish.



Destroy builds with miniguns and RPGs.



The Burst Assault Rifle is good if you're accurate with your aim.

## BURSTING OUT

The Burst Assault Rifle can be a useful bit of kit to have

■ If you're a good shot, then burst rifles are a good choice for accuracy over a normal assault rifle. And, a three-shot burst rifle *will* make you a better shot. Spray and pray and you're losing accuracy and focus, and at medium to long range the tighter firing of a burst rifle will always win. And you can always just squeeze the trigger faster if you're worried about fire-rate. If you're more comfortable with spraying and praying, then stick with a normal AR – but try firing in short bursts to conserve ammo.

Bonus tip: experiment with the sensitivity of the X and Y movement of your reticule in the game's Settings.





The minigun is a very powerful weapon, but slow to wind up.

## SHHHH!

If you're a stealth player suppressed guns are king

■ Silenced weapons are great for ambushing people, especially if they are otherwise engaged in a firefight with someone else and you can sneak up behind them. A suppressed submachine gun or handgun are obviously quieter, which means that they're also harder for enemies to place just where your shooting is coming from. Two people already fighting may not even realise another person has joined in until someone dies. Cunning!

Beware though, players can still work out from the gun's tracer where your shots are coming from, so try and make that sneaky shot count!

## PASS THE REMOTE

Plenty of fun can be had with remote mines

■ You can get *really* creative with remote mines. And devious. Attach them to llamas, chests, vending machines, or structures you've built while you lie in wait to trigger the explosion. Sneak up to the base of a high player-built structure, attach mine, retire to safe distance, blow it and watch them fall. You can even fill a shopping trolley with explosives and push it down a hill to take out unsuspecting foes...

## SCAR-FACE

The game's best gun will make you a winner

■ The SCAR is widely considered to be the best gun in *Fortnite*, with high-damage and accuracy giving you a huge advantage in any fight, and having one almost always means a one-on-one victory. But it's a rare weapon, for that very reason. Always worth keeping an eye out for, and you might get lucky with a loot chest. Otherwise check supply drops and dead-player drops.

## ROCKET MAN

Say hello to my little friend, the game-changing RPG

■ The RPG is a real end-game friend; but its accuracy is questionable and be careful not to blow yourself up. It's best for destroying end-game structures, when the last few players are throwing up walls in the tiny storm-less circle. Don't be tempted to try and long-distance rocket kill someone; save it for later. Ditto miniguns. Walking out like the Terminator spraying all around with hot lead might look terrifying-slash-cool, but the mini-gun's wide spread and slow aim make it difficult to use in a firefight. So destroy buildings with it.

## CROUCH OR JUMP?

Leaping around like a loon will make you harder to hit

■ If you're in a named location, there's a high possibility you're not alone, so stay stealthy. Crouching keeps you slow and quiet, meaning you can move around without drawing attention to yourself. You'll quickly hear anyone else that's around who's running or using their pickaxe to mine for resources. It will also, of course, make you a smaller target. Jumping makes you a trickier target to get a bead on. Use any lobby time and Playground mode to practice aiming while jumping – take out your opponent while jumping/falling.



Crouching will make you stealthier, but jumping makes you hard to hit.





## END GAME TIPS



### RESOURCES!

Make sure you've collected enough wood, metal, stone

■ We recommend gathering at least 1,500 of all or one of the three resource types before you're in the final circle and need to build a fortress. You'll need to be strong, and repairable.

### WATCH YOUR SIX

There's always someone behind you...

■ If you can, have your back to the storm, at the edge of the circle. You don't want anyone surprising you. You can see how many players remain – make sure you know where all of them are.

### DON'T TAKE EVERYONE ON!

Hang back from the fight, and choose your target

■ Hopefully the others will help to finish each other off before you strike. Try and get a good vantage point to view the last players' strategies, and let them use up all their ammo and resources!



### SIMPLE, HIGH AND STURDY

You need protection and elevation if you want to win

■ Map a simple, strong build to your memory and wait until you're sure you're in the final circle. Build as high as you can for a height advantage. Make sure the base of the structure is sound!

### GET THE BEST LOAD-OUT

Loot chests and player drops on your way

■ This seems obvious, but by now you should have a good selection of higher rarity weapons. The SCAR and a good shotgun are key, but it will pay to have an RPG, grenade launcher or mini-gun to destroy those end-game structures.



### HANG ON TO POWER-UPS

Make sure you've still got meds, shields and chug jugs

■ Make sure you're in cover to replenish your health or shields without being shot. Chug jugs could really make the difference: in 15 seconds, they will replenish health AND shields to 100%.

### ADAPT TO SURVIVE

Think on your feet, or you will die on your knees

■ No one strategy will 100% work, 100% of the time. If your fortress is destroyed, change it up and get up-close and personal. Have enough resources left to build on the fly to keep you alive.

### KEEP AN EYE ON THE CIRCLE

With a bit of practice, you can stay one step ahead

■ Keep an eye out for the edge of the storm, and where the circle is within it. You can get an idea of where the others are likely to be, and will be coming from.

### EQUIP YOUR PICKAXE...

...and get ammo from player-drops quickly

■ Loot drops from dead players will be plentiful now, but if you just need ammo, equip your pickaxe before you run over to the loot and you can take ammo without swapping out your guns.





# THE MAP

**W**hile your main aim will be to stay in the circle and go where the storm forces you, it's worth knowing where's worth heading for. Here are some of our top locations.

## 1. TILTED TOWERS

The loot is good here, but it's basically a kill-box. Expect a firefight the minute you land.

## 2. PARADISE PALMS

A classy resort in Season 5's new desert biome, with a high-rise hotel. And plastic dinosaurs.

## 3. ABANDONED DESERT TOWN

The small town to the south of Paradise Palms has some good loot, and fewer players.

## 4. LAZY LINKS

Full-sized golf course and basketball courts. This is one of the best places to find ATKs.

## 5. DUSTY DIVOT

Meteor crater. The hop-rocks are gone, with loads of trees here now providing good cover.

## 6. TOMATO TOWN

A good place to land, but safer is the metal bunker just south of the town. Decent loot.

## 7. PLEASANT PARK

At least one chest to be found in every house. Busy, but there are plenty of roofs for all!

## 8. NORDIC VILLAGE

West of Tilted Towers is a hilltop Viking village, with a long-boat. Good P.O.I., not great for loot.

## 9. FATAL FIELDS

Barns full of loot chests, and not too popular. Southeast are trucks that often have good loot!

## 10. RACE TRACK

This area, including the Mansion and Tower to the north, has Epic loot; and there are ATKs!



The Battle Royale island, accurate as of Season 5.



# SAVE THE WORLD

**YOUR ULTIMATE GUIDE TO SURVIVING  
FORTNITE'S STORM & PVE MISSIONS!**

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## HEROES



### SOLDIER

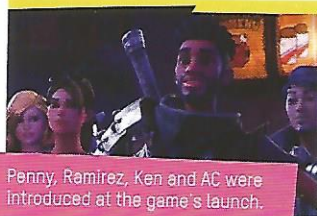
Your basic zombie-fighting bad ass. A combat specialist, in other words, with progress focusing on ranged combat, firearms damage and health. Soldiers have a frag grenade ability and an ally-boosting War Cry to unlock.

**CHARACTERS** Banshee, Evelyn, Havoc, Hawk, Headhunter, Jonesy, Ramirez, Raptor, Raven, Renegade, Spitfire, Vaughn, Wildcat  
**SUBCLASSES** Berserker, Bullet Storm, Centurion, Cobalt Commando, Commando, Demolisher, Double Agent, Master Grenadier, Nevermore, Raider, Rescue Trooper, Sergeant, Shock Trooper, Special Forces

### CONSTRUCTOR

This class allows you to build much quicker, bigger and stronger forts. Their bigger physical build means they can take more damage, and Bull Rush while hordes of husks away from your fort.

**CHARACTERS** Bull, Harper, Hazard, Hype, Izza, Knox, Kyle, Penny  
**SUBCLASSES** BASE, Controllor, Demolitionist, Electro-Pulse, Guardian, Heavy BASE, Hotfixer, Machinist, MEGABase, Plasma Specialist, PowerBASE, Riot Control, Sentinel, Tank, Warden



Penny, Ramirez, Ken and AC were introduced at the game's launch.

### WHO WILL YOU BE?

Choosing a character is a hugely complex and gratifyingly personal choice, and the various advantages of each will suit some play styles more than others. Basically there are four main classes to choose from. Each of the characters within those classes are mainly linked with specific subclasses, though some re-skins have mixed things up a little. There are even Xbox exclusives. As you unlock heroes via Loot Llamas, you will see them named for their specific roles, eg: Penny is a constructor, but will mostly appear as Tank Penny, or Electro Pulse Penny.

Remember that when you're teaming up with three other players, a good balance of characters and their associated skills will make for a better team for any given mission. On the other hand, like the look of a particular character? Go with it, and stick with it if that's how you want to play.



### OUTLANDER

Finds more and better loot in the world, with good movement speed. Collecting fragments scattered around the world allows Outlanders to deploy gadgets like the brilliant TEDDY sentry turret that mows down husks while saying in a robotic voice, "You are not a bear."

**CHARACTERS** AC, Buzz, Deadeye, Eagle Eye, Grizzly, Jess, Quinn, Southie, Specter  
**SUBCLASSES** Alchemist, Assassin, Brawler, Deadly Blade, Dim Mak, Dragon, Energy Thief, Fleetfoot, Harvester, Piercing Lotus, Shuriken Master, Skirmisher, Stonefoot, Swordmaster, The Cloaked Star, Thunderstrike

### NINJA

Specialists in close-combat and tech, able to evolve melee weapons. As you'd

expect, Ninjas have faster movement as well as a double-jump ability.

**CHARACTERS** Crash, Edge, Ken, Luna, Mari, Sarah, Scorch, Scorpion  
**SUBCLASSES** Enforcer, Flash, Gunblazer, Pathfinder, Phase Scout, Ranger, Reclaimer, Recon Scout, Shock Gunner, Shock Specialist, Striker, TEDD Shot, Trailblaster, Trailblazer, Vanguard



Playing as a constructor allows you to build faster, stronger forts.





## HUSKS

### BEEHIVES

These clowns have beehives on their heads... stingy!

■ You'll soon spot these weirdies as they have beehives on their heads and are surrounded by a swarm of bees. Even after you kill the husk, the bees will linger, so be careful not to run through where they've just been.



Shooting the beehive off the husk's head will turn it into a normal husk. Much less 'owww'.



You can hear Blasters' laser-eyes charging up, so get out of the way. Its laser beam cannot damage structures, luckily. Stagger them from distance with a high-impact weapon.

### BLASTERS

Look out! These fiends have laser peepers!

■ Tall, skinny Mist Monsters you'll recognise by their glowing eyes. Blasters can target you from distance with a devastating eye-blast.



Flingers throw their mates at you, so shoot them out of the air.

### FLINGERS

The bullies of the husk world... take them out!

■ These slow lugs don't make friends easily. That's because when they do, they pick them up and throw them at forts. One of the Flinger's arms is longer than the other, which clearly comes in handy for hurling husks at players, or over walls and into your fort. You almost feel sorry for the little husks. Actually, no, you don't. Blast them out of the air!



Flingers take more damage from melee than ranged weapons, so get in close and stab away! As with Lobbers, it pays to get a roof over your objective, lest they throw little husks at it.



Husks are mostly gun-fodder and easy to dispatch, but keep clear of big groups, they can be tricky in numbers. Aim for the head.

### HUSKS

Your basic Save The World zombie type... cute!

■ Your standard shuffling zombie. They wear the faces of their former human husks like hoodies. These are the first monsters you'll encounter in the game, and they attack with their hands.



Aim low, and fire a lot. Dwarf Husks are not too tough, but they are fast and dangerous in groups.

### DWARF HUSKS

Small but fast, these ankle biters really do bite

■ As the name suggests, Dwarf Husks are smaller than the standard type. But despite their size they can leap over one-tile high walls to get to you, and they always attack in groups.



## HUSKY HUSKS

Watch out for these big lugs attacking your fort

■ Big, beefy husks that deal considerably more damage and will take more putting down. They're a nuisance around your fort too, so prioritise shooting these over the standard husks trying to knock your walls down.



Head shots and a lot of bullets. Target these fellas before your standard husks as you really don't want these reaching your fort because they do more structural damage.

## PITCHERS

Play ball! With human bones... nasty husk!

■ Ooh look, it's a dead baseball player with a load of bones under their baseball cap, which they are throwing at us. Ow, stop it.



You can see Pitchers winding up, so it's not too hard to side-step their pitches. With a few of them in the battle though, they are a bit of a nuisance. Their missiles don't do loads of damage, part of their thing is to distract you, to keep your eye on the other enemies going for your fort.

## LOBBER

The only female husks are devastating from distance

■ These ladies throw flaming skulls at you while shrieking horribly. Purple skulls damage you on impact, orange skulls have a grenade-like delay.



Prioritise these husks because their purple skulls can really damage your fort. On the plus side, you can hear their presence in the battle. Ooh, and put a roof over your objective, because otherwise their skulls could be lobbed right over your walls straight at your Atlas, etc.

## TAKERS

They are stealing your soul! Call the cops!

■ These flying menaces are fast, dive bombing demons that are hard to get a bead on. Their charge attack can deal a lot of damage, too.



Again, build a roof, as Takers can simply go up and over, dive-bombing the objective. Try targeting the Taker while it's readying its charge – you'll have a second or two to hit it while it's hovering. Whatever you do don't get cornered by one though – its melee attacks are brutal.

## SMASHERS

Huge creatures that exist to break your fort

■ There are husks (zombies) and Mist Monsters (ghosties), and as the name suggests, this particular type of Mist Monster is huge tank that will run at and smash through your defences like they were made of cardboard.



Go for stairs and pyramids as part of your fort's defence, as Smashers will only break vertical walls, so they will actually run up and over sloped structures. Try quickly building a fake structure too, as the Smasher may target that instead of your real fort. An Outlander's TEDDY (machine gun turret) can physically stop a Smasher if placed in the way.



Smashers won't even attack you, they will bash down your fort first.



## 'SPLODERS

You blew up my fort! Tanks a lot, husk!

■ 'Sploder by name, exploder by nature. These big husky husks carry propane tanks, which they will throw at players, with scant regard for other husks or buildings. Bad news for your fort, too, which will take a lot of damage from these guys.



One shot to the propane tank will cause it to detonate after a short delay – two will make it blow up immediately. If you kill the 'Sploder itself before it throws the tank, it will drop the canister harmlessly – though it will still then blow up if shot on the ground. Careful with those abilities like grenades or plasma pulse, which will accidentally set it off. You can shoot the dropped tank to take out a large group of husks, though and if you're quick enough you can hit away a thrown tank with a melee weapon.





## PVE TIPS

### WORK AS A TEAM

**Make sure you're pulling your weight out there!**

■ It doesn't matter if you're in a team with higher level players, everyone needs to pitch in – so don't be AFK when it counts. Although a balance of heroes and skills makes for a better team, it's not absolutely vital. Working together is the main thing here – so pitch in with building and fighting!



It's useful to have at least one constructor taking care of the fort.

### BE PATIENT

**Take it easy and don't rush through the mission phases**

■ You might think you're ready to bring on the husk, but consider your team members. They might have quests to complete, like scouring the map for secondary objectives, or scavenging resources. Note your own objectives and challenges. You'll get more XP for things like revealing the entire map, too. You usually have a bit of time to bring on the assault phase, so use your preparation time wisely. And don't get an itchy trigger finger for random husks. You don't want to be running out of ammo before the assault!

### USE YOUR SKILL POINTS

**Unlocking nodes on the skill tree will help**

■ Don't forget to spend your available skill points to unlock nodes on the skill tree; it all helps progress your game and upgrade your chosen character's abilities. The game's progression system allows you to specialise within your favourite class too, be it combat, loot-acquisition or whatever – spend on those branches first!

### ADAPT YOUR STRATEGY

**Decide on your role and change up your play-style**

■ Some missions give you plenty of time for side-quests and exploration, others are more time-sensitive so you may need to focus your efforts. For example, on the Repair The Shelter missions, the waves of husk get tougher each time, so you really need to find those repair modules. Again, this is where working as a team is super-important. Have one player fortify the objective against attack while others concentrate on collecting what's required.



### TAKE TIME TO BUILD

**Building a good fort will ensure your victory**

■ Use your preparation time to get resources, then think about your fort. Build your walls thick, and upgrade them. Have several outer layers of defence if you can, the husk assaults are often on a time-limit – make sure that if they attack the walls, it's going to take them a long time to get to the objective they're protecting. Low walls will slow or stop most enemies, while you can still shoot over them. Don't forget to build a roof – Flingers will chuck flaming skulls over the tops of your walls, potentially damaging your precious objective.

### USE TRAPS

**A huge number of anti-husk devices are at your disposal**

■ Traps are your best friend when you're facing a big husk horde. A great technique to use, particularly in Challenge The Horde mode, is to build corridors and tunnels to funnel the oncoming horde into one corridor – easy to pick off with guns and Bear Turrets. Line the walls, floor and ceiling of said tunnel with traps, and it's husk-ageddon for them.



# PLAYING GUIDE

## PVE MODE

### Introducing Save The World, Fortnite's co-op PvE mode

■ We love *Fortnite*'s Save The World mode, but to the new player, even those familiar with Battle Royale, it can be a confusing game. Save The World doesn't do a great job explaining its mechanics to the newcomer. Almost obscuring its addictively fun and relatively straightforward gameplay is a spaghetti-like tangle of progression elements and meta-games, and it can be hard to know what it all means.

Daunting for anyone just dropping in for a quick game. But don't be put off, once you get to know it, it all helps build your heroes, progress your game and will help you earn valuable V-Bucks. When you fire up Save The World, you'll see a ton of tabs and sub-menus. Here's what they mean, and just what you need to do to get the most out of it.



'Map' shows the areas you have unlocked, and ones still to unlock.

## PLAY, MAP & QUESTS

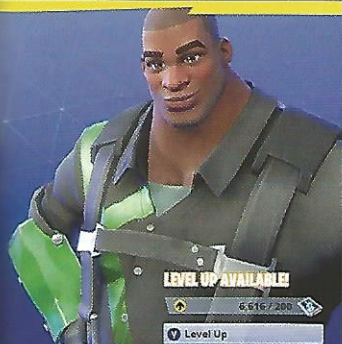
### The beginning is a good place to start, usually...

■ The 'Play' tab is a little confusing, as this is not actually where you launch a game. Rather you will see a progression line of your quests, and rewards due in the missions coming up. You can launch your game from 'Quests': simply go into the list of quests, and press Y to play the one that's highlighted. You can also select a mission from the 'Maps' screen.

## HEROES

### Take control of your heroes

■ Here you assign your main Hero, from those you have unlocked. Two extra Heroes can be slotted here to give you a Squad Bonus of 20% of their health, shields and ability damage. This is also where you will assign Mission Defenders to your chosen Hero. These are the guys who actually turn up in-game when you lay down a Defender Post. You can see all your heroes in the Armory, and you can recycle unwanted Heroes for Hero XP to level up your chosen one.





## SQUADS

### You'll need these AI bots

■ You assign your Survivors and Defenders into squads, which is an effective way to ramp up your defence. Survivors are picked up in piñata drops, and each possesses different stats and characteristics and can be deployed into your Survivor and Defender squads. Doing this will buff your main hero with 20% of their stats, as well as provide

support and tactical bonuses. Defender squads will place AI guards to protect your base (you craft and place Defender posts, like traps – but don't forget to arm your Defender!); Expedition squads can be sent out to gather resources. If managed correctly, survivors can be a valuable means of boosting your character, base and inventory.



## ARMORY

### The Armory is the main hub for heroes, weapons and more

■ The main menu for using Schematics, upgrading and swapping-out Heroes, Survivors and Defenders, seeing what's in your Backpack, updating your Collection Book and checking what Resources you have (items used for perks, evolving; your currency, XP etc). And it's broken down still further.

## WEAPONS

Any hero can use any weapon type, but the weapons can be upgraded, recycled and valued on the basis of their rarity. Crafting is a big part of *Fortnite: Save The World*, so your weapons will lose durability and then break. You will have collected weapons and schematics as

you go, via Loot Llamas, so the best course of action is to recycle a low durability weapon for parts, before it breaks and disappears for good.

The most common way of getting weapons in STW is via schematics – weapon-crafting blueprints. There are schematics for ranged and melee weapons and traps, and they are found by cracking open Loot Llamas, as mission rewards or sometimes in containers found in the world.

To craft a weapon, open Armory, then backpack. You'll see the schematics you have and the crafting requirements. If you have the resources, you can craft and slot the weapon of your choice.



## RESOURCES

Search everything! Resource gathering is a big factor not merely for building, but crafting weapons and ammo. Around the world you will find lots to loot and break apart, and there are many, many types of resource to be found, for which you will find a use somewhere. All these items, from string to rotating gizmos, will come in handy for crafting traps, too. Even that bacon you found by searching a toilet. Ewww. You'll find ammo, but also craft bullets on the hoof by holding X to whistle up a decent amount of bullets for the weapon you have equipped. The key resources here are metal, screws and wood. The best source of both metal and screws is by smashing up vehicles, so make use of your mission prep time, particularly in the suburban areas, to break apart cars and trucks.



Search everywhere during STW missions, you need the resources!

never get it back, but every item placed here gives you XP. It's a kind of inventory management, allowing you to get rid of duplicates while earning experience points.

# COLLECTION BOOK

When smashing all those llama piñatas, you're bound to come across a few duplicates, be it a Survivor, Hero or Weapon Schematic. *Fortnite* allows you to place them permanently in the collection book, which is a sort of digital sticker book. Sticking something in your collection book means you can



## SKILL TREE

**You'll soon get the hang of it**

■ Under this tab you will find the various skill trees. Unlock nodes within the skill tree with Skill Points, earned by competing missions; unlock enough

and progress through the tree to evolve Heroes, Survivors and unlock the next Tier. Don't panic – it's not as complex as it looks. The four tiers at the top are for levelling up hero classes, and each tier tree branches out to allow specialising.



## LOOT

## Smack up a piñata and watch good stuff fall out

In addition to V-Bucks there are specific in-game currencies to be earned in the form of even tickets, Daily Coins and Seasonal Gold... Inevitably a free-to-play game will have lootboxes, and *Fortnite's* version comes in the form of llama pinatas, acquired through levelling up or with V-Bucks. These pinatas spill forth new items. Sometimes you get a gold pinata, with rare goodies like new heroes or powerful weapons.







# MISSIONS



Most missions follow a similar path: locate, build and then defend.

## FIGHT THE STORM

Players must locate the site of the ATLAS storm-destroying device. Once you've found the spot, deploy the Atlas and deposit BluGlo; then build your defences and activate to enter the assault phase.

## RIDE THE LIGHTNING

A time-limited, defence mission. You need to locate Lars' van and deposit two BluGlo. Build your fort, and defend for three minutes. Repeat.

## RETRIEVE THE DATA

You have 20 minutes to find the drop location of a Weather Balloon that's slowly landing, and build defences around it. Then you need to defend it for eight minutes while the balloon's data downloads.

## RADAR GRID

You have 20 minutes to construct three radar towers; the towers, once you find the locations, are mapped out in blue transparent 3D images, so you can see which pieces are required. Time is tight for this one, but it's a great way to hone your building skills.



Follow a blueprint to build a radar tower.

## SHIELD DEFENCE

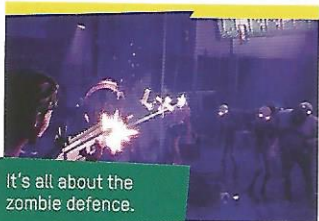
Every 20 or so quests you will need to expand your homebase stormshield, defending the shield, or an add-on. Defend against three waves of husk, and Hero XP and Llamas will be yours!

## RESCUE SURVIVORS

Players have 20 minutes to rescue six survivors. There are 15 to be rescued in total, so get your six in quick and it's bonus time!

## REPAIR THE SHELTER

Players need to locate eight modules to repair a storm shelter. These are disguised and may take some finding; a robot called SEE-Bot can help you. You have limited time to find the modules before the husk attack your shelter in waves of increasing difficulty.







# MISSION PHASES

## PREPARATION PHASE

**Step one: locate objectives gather resources you need**

■ At the start of each mission, you are transported into a procedurally generated map and must first locate your objective. The husk don't start getting bitey until you've activated your objective, so there's plenty of time for exploration, side quests and resource gathering. You'll see husks just hanging around, sleeping upright. They are more active at night, so mark the day/night cycle. Crafting materials are your goal here, trust us when we say you're really going to want to gather as much as you can, while you can. Listen out for survivors, finding them gives you rewards and XP. Don't forget to smash through the floors of buildings for what may lie beneath. And grab useful BluGlo.



## BUILDING PHASE

**Build a strong fort around your objective**

■ Right now you're going to need to build your fort. Bonuses are available for limiting your building pieces; but generally speaking the aim is to build strong walls that will keep out the weirdies while providing you with good vantage points to shoot from. Get some elevation for yourself with a good view of all sides of your fort so you can pick off the husk as they attack. Metal walls are the strongest, and don't forget to reinforce them – effectively doubling or tripling up on the build with each piece; you'll see that the walls look stronger. Build outer and inner walls. Low walls around a perimeter are cheaper on the resources, and the husk don't climb over them. But you can. And don't forget to build doors. Again, the husk can't open them but they'll help you get through the fort to where you're needed. Ditto, maze-like defences will confound them.



## ASSAULT PHASE

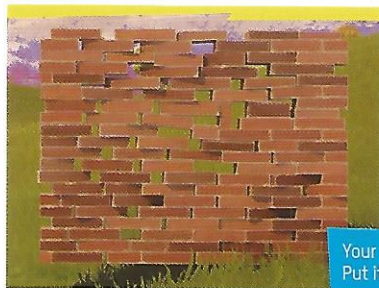
**Finally, it's time to fight the hordes of undead things**

■ This is when the zombies attack. Needless to say that if they destroy the objective, then it's mission over. Don't fire up your objective too soon; make sure you've built the best fort you can first. The husk behave in a certain way, each with their own unique attacks. Placing floor traps and wall spikes will help hugely. Keep an eye on the inner walls, those nearest to your Atlas etc, and the health of said Atlas, van, balloon etc. Don't forget to reinforce your walls (make sure you've already got plenty of resources). Look out for your team-mates, and revive them. It's all hands on deck at this point!

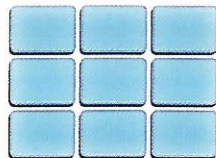


# BUILDING TIPS

**I**n Battle Royale, you need to throw up structures for quick defence as you're probably under fire at the time. In Save The World, you can really go to town on the building of your fort. Here's how to create the structures you'll need to survive in both modes.

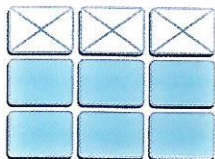


## STANDARD WALL

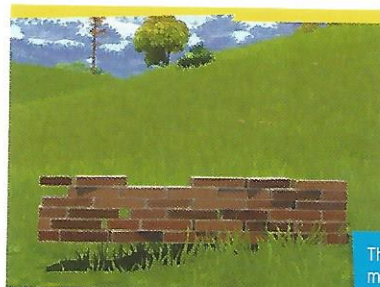


Your basic, quickly erected wall. Put it up fast while under fire.

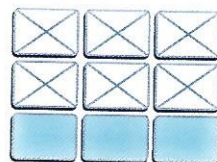
## MEDIUM WALL



Can't quite shoot over it, won't block headshots, but it's a wall.

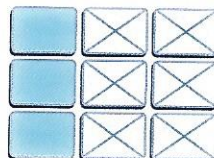


## LOW WALL

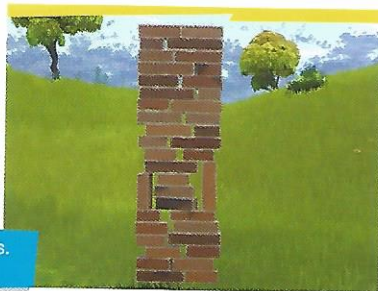


This will keep the husk at bay, as most of them can't get over it.

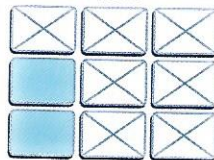
## COLUMN



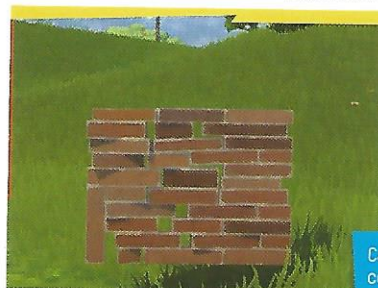
Mostly used for STW radar towers. Or if you want a classier fort.



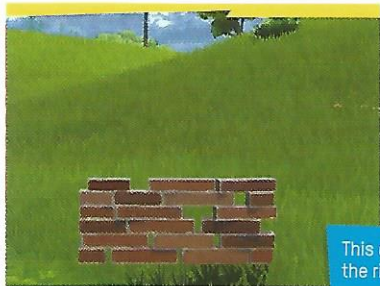
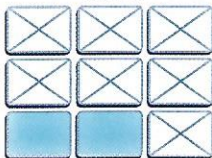
## MEDIUM HALF WALL



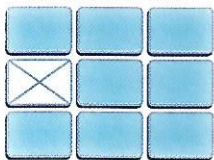
Can be flipped. Good crouching cover for firing out from.



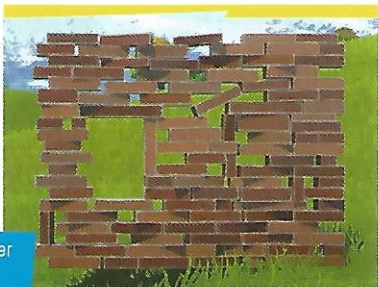
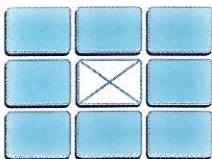


**LOW HALF WALL**

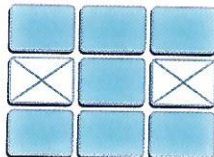
This one can be flipped to be on the right, obviously. It's very wall-y.

**FULL WALL/  
SIDE WINDOW**

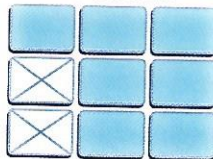
This looks cool and provides cover while you shoot out. Flippable.

**FULL WALL/MIDDLE WINDOW**

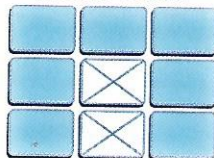
A nice big window that lets plenty of light in, but not husks.

**FULL WALL/TWO WINDOWS**

A *Fortnite* player's home is his castle. These are like arrow slits!

**FULL WALL/  
SIDE DOOR**

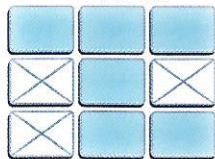
Like a middle door but set to the left, or right if you flip it.

**FULL WALL/  
MIDDLE DOOR**

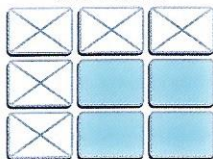
Husks can't open doors, but you can. Which comes in very handy.



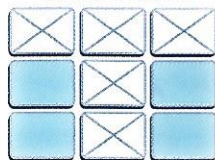


**FULL WALL/DOOR & WINDOW**

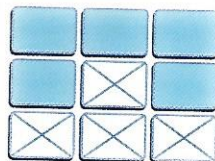
Both a door and a window. An all-purpose multi-functional wall.

**MEDIUM WALL/ SIDE DOOR**

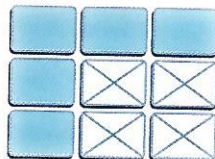
More like a garden gate. The gate's position can be either left or right.

**MEDIUM WALL/ MIDDLE DOOR**

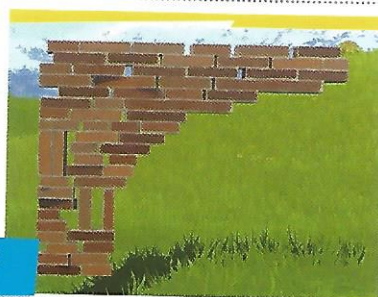
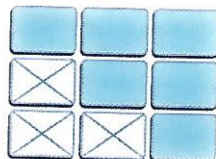
Another gate in a middling kinda wall. Keeps the pesky hordes out.

**FULL ARCH**

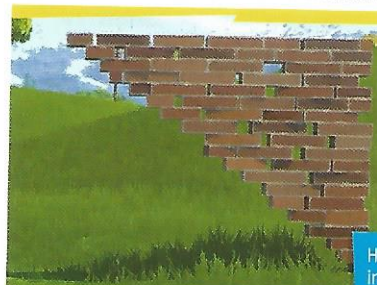
Nothing says architectural taste like an arch. Put one in your fort.

**HALF ARCH**

This can be flipped. Why not put two together for a bigger arch!

**TOP DIAGONAL WALL**

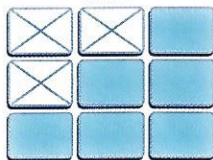
Half a wall, diagonally. The top half, in fact. And this can be flipped.





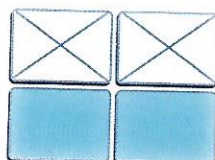


### BOTTOM DIAGONAL WALL



Half a wall, diagonally. The bottom half. It can of course be flipped.

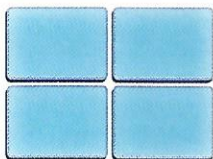
### HALF FLOOR



Exactly half of a full floor, which can be rotated. Nice little rim, too.



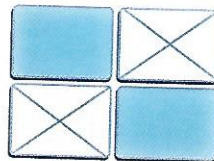
### FULL FLOOR



Your basic floor. Notice this is only four squares to worry about.



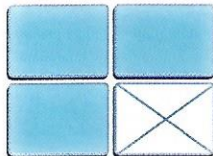
### DIAGONAL FLOOR



This is what you get if you make a diagonal out of a floor piece.



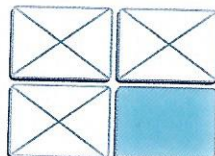
### THREE-QUARTER FLOOR



Comes with a little low balcony. Everyone needs one of these.



### QUARTER FLOOR

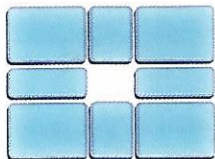


Just a ledge this, really. Can make your fort look more elaborate.



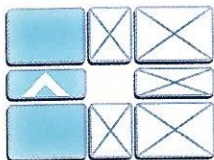


## FULL STAIRS



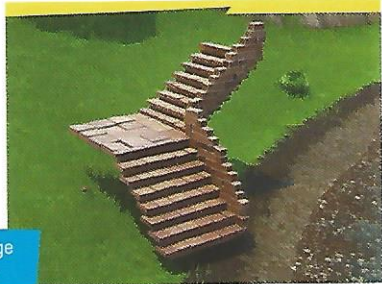
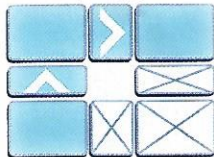
Very useful for walking up and down, these. Can be rotated.

## HALF STAIRS



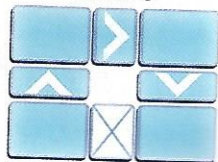
Stylish tower access. Flippable, rotatable, goes both up and down.

## QUARTER TURN STAIRS



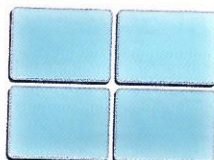
Useful should you want to change direction half way up the stairs.

## HALF TURN STAIRS



This has a little landing halfway so that you can catch your breath.

## PYRAMID ROOF



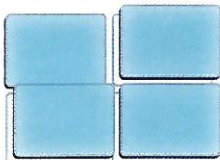
Place on top of a floor for strength, or at the apex of a bigger pyramid.

## OUTER CORNER ROOF

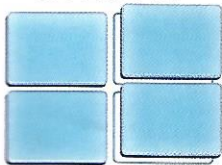


Useful as a roof or the corners of a bigger pyramid. Can be rotated.

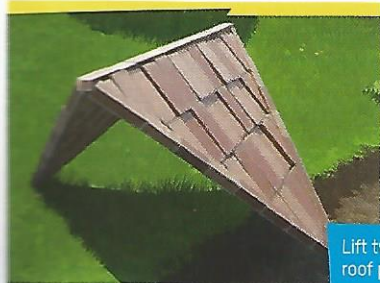
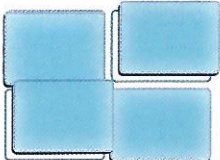


**INNER CORNER ROOF**

Make your own port-a-fort by placing four on top of a tower.

**SIDE ROOF**

A sloping roof. Use these for making pyramids. Can be rotated.

**DIAGONAL ROOF**

Lift two tiles diagonally for this roof piece, which can be rotated.







PRO TIPS | WEAPON GUIDE | END GAME TIPS | BUILDING GUIDE

# FORTNITE

ULTIMATE  
POCKET  
HANDBOOK



YOUR ULTIMATE GUIDE TO WINNING AT  
BATTLE ROYALE AND SURVIVING SAVE THE WORLD

